# Napoleon's final victories - BAUTZEN 1813

*Bautzen 1813* is a tactical game that simulates the second day of the battle (21 May) that marked the end of the first phase of the German campaign. The Russo-Prussian Coalition army whose initial offensive was blocked at Lützen on 2 May, chose a fortified defensive position and awaited the French offensive. The objective was to provoke significant attrition in Napoleon's army, even to the point of undoing it, by leaning on the artillery-stocked redoubts. For the emperor's part, he sought a decisive victory to put an end to the Coalition's hopes of liberating the Confederation of the Rhine, and to prevent any alliance with Austria who had remained neutral thus far. This providential victory depends on manœuvre…

## 1 - OVERVIEW

The game reproduces the dispositions of 21 May with the attempt to encircle the Coalition army, which failed perhaps because of Marshal Ney's spinelessness. The French hope that Ney will demonstrate speed and receive good counsel from his general, Jomini. Regardless of Ney's actions, the French must give priority to manoeuvring and avoid falling into the trap of a frontal attack on the Russian redoubts.

## 2 - GAME ELEMENTS

The game comprises a map, this set of rules and a board of 108 counters.

There are three types of counters: combat units, commanders and markers.

• **Combat unit**: contains the following information that impacts the game:

– **Type**: the units represented in the game are often mixed, but those composed principally of infantry are represented by a foot soldier (2 movement points), those composed principally of cavalry are represented by a cavalryman (3 or 4 movement points).

**Exception**: the Tippelskirch unit is considered cavalry (3 movement points) despite its representation.

– **Combat potential**, corresponds to the strength: one point represents about 1100 men or 650 cavaliers.

– **Quality** (also incorporates the aspects of fatigue and motivation): A = elite, B = fair, C = weak or ? = random.

– **Movement capacity** expressed in movement points (MP). Each unit has between 2 and 4 points. For the movement of commanders, see 7.1.

*Note : in Bautzen the movement capacities may be doubled or tripled under certain conditions (see Markers, 6 and 10.3).*

– **Owning Formation :** represented by a stripe of the unit's colour.

– **Colour of the Nation**: the counters are printed with a blue background for the French and their allies and a two-toned background for the Coalition: green for the Russians and grey for the Prussians.

*Note : Take care not to confuse the colour of the nations and that of the formations. For command or combat, only the colour of the formation counts. The Coalition army was formed in three lines, each with a mix of nationalities to seal the Russian and Prussian fate together.*

Other information with no direct impact on the game are given such as the name of the unit or the eagle that designates the units of the Russian and French imperial guards. A croix de guerre indicates the units of the Prussian Guard.

The combat units may have a back side that represents losses. The back side is used when the unit suffers a step loss, for units that have two steps. These units will be eliminated if they receive a second step loss. They are eliminated at the first loss if they have no back side.

**Special cases**: the units of the Guard have special characteristics that distinguish them from line units.

– their quality does not diminish after a loss in combat;

– the advance after combat into a redoubt hex is possible on a result between 10 and 12 (see Combat table);

– the movement of the French Guard is not hindered by the Cossacks (see below);

– the units of the Guard are never affected by the combat penalty due to the drop in army's morale (see 8.4.e);

– the cavalry units of the Guard have a bonus of **+1** (France) or **+2** (Russia and Prussia) during a charge on infantry in clear terrain (see 8.6.1);

– une unit of the Guard may choose to suffer an additional step loss in place of a retreat hexagon (see 8.5.1).

• **Commanders: These units represent the principal commanders and their general staff who influence movement and sometimes the combat of the units of their formation.**

**Exceptions**: Napoleon and Wittgenstein can command all the units of their respective camps.

A commander counter has two principal pieces of information: the colour of his formation and his combat modifier. The back side of a commander counter is used when he is wounded or killed (in this case the counter represents his general staff). A wounded or killed commander has a combat modifier on a white background (dark-coloured background for a normal state).

• **Markers**: The game uses various marker counters that are never assimilated with commanders or combat units. There are 13 for the Coalition player (C) and 9 for the French player (F); they are played once per turn and can be recovered as indicated except where prohibited.

**Exception**: The Jomini (the Strategist and Goes to the Enemy) and Discord (Mésentente) markers are competitive. The first marker played cancels out the other.

Their effects are as follows:

**A - Cossacks (C)**: Before or during any movement of a French unit (including during movement after combat), the Coalition player may reveal a Cossack marker and either reduce the movement capacity of the unit or the stack to 1 hexagon for the current turn **or** prevent the unit from entering the ZoC (choice of the French player). The Cossacks also prevent the retreat before combat of the cavalry. The units of the Guard, cavalry or stacks containing one of these units are not affected by the reduction in movement capacity. These effects reflect the qualities of harassment of this often irregular and poorly armed cavalry that was consequently inefficient in classic cavalry combat. The effects of the Cossack markers are not cumulative. Once played on turn **n**, the marker is returned to play on turn **n+2**.

*Example: the marker played on turn 1 becomes available again on turn 3.*

**B - Jomini goes to the enemy! (C)**: when the Coalition player reveals this marker, he may inspect one of Ney's markers (see below) that the French player has placed on the turn counter, without removing it from the game. This **must be** the closest marker to come. In

addition, during the next activation of corps under Ney's command (3rd, 5th and 7th Corps), their movement will be **divided by 2** for this turn. Finally, the command distance for Ney's corps is reduced to 2 hex. This marker may only be played once during the game. When this marker is played first, the effects of the Jomini the Strategist marker are canceled.

**C - Jaschwill Battery (C)** : When the Coalition player reveals this artillery marker (2; +2), he benefits from either a bombardment using an attack value of **2** (see 8.8), or a support in a combat in contact with a friendly unit with a bonus of **+2** on the die. The effects are cumulative with those of the Artillery markers.

**D - Discord (Mésentente) (C)** : the use of this marker by the Coalition player must occur during the French movement. For the current turn, the movement of all the units belonging to the army corps commanded by Ney and Soult (3rd, 4th, 5th, 6th and 7th corps) and located outside of Napoleon's command range, are limited to **1 hex.** and the units cannot enter into enemy ZoC. For those that are already there, no combat is permitted this turn except bombardment. This marker may only be played once during the game. These effects are canceled out by the prior playing of the Jomini the Strategist marker (see below).

**E - Ney (F)** : These markers are three in number and are used to simulate the dynamic nature with which the army corps commanded by Marshal Ney (3rd, 5th and 7th Corps) will deploy on the battlefield (see 6).

**F - Drouot (F)** : The use of this marker (artillery 2 ; +2) allows the French player to benefit from a bombardment using an attack value of **2**, or from a bonus in combat of **+2** on the die for a French unit. The effects are cumulative with those of the Artillery markers.

**G - Alexander (F)** : when the French player reveals this marker, he may move some or all of the units of the 3rd Coalition line (Russian guard and Karpenkov) without exiting the map and retreating more than two hex toward the Coalition lines of communication for the current turn. This marker may only be played once during the game.

**H - The Prussian Arapiles ! (F)** : by revealing this marker, simulating Blücher's tenacity in defending his positions on the heights of Klein-Bautzen, the French player prevents the Coalition player from ordering the general retreat of the Prussian units for the current turn and the following turn. The Coalition player must continue to defend or attempt to take back the heights of Kreckwitz (hex. 1504, 1603, 1604, 1704). Place the marker on turn **n+2** which will mark the triggering of the general retreat for the Prussians. This marker may only be played once during the game.

**I - Jomini the Strategist (F)** : the French player may play this marker at the beginning of any turn. During the turn of the first movement of the corps under Ney's command (3rd, 5th and 7th Corps), their movement capacity is **tripled** for the turn. This marker may only be played once in the course of the game. When this marker is played first, the effects of the Jomini goes to the enemy and Discord markers are canceled, only for Ney's corps for the latter (but not Soult's).

**J - Artillery (F and C)** : The use of these markers awards the player with either a bombardment using an attack value of **3** (see 8.8), or a support

in combat in contact with a friendly unit with a bonus of **+1** on the die. Several Artillery markers may be played for the same bombardment (8.8) or combat. Once they are played on turn n, the marker is returned to the game on turn **n+2**.

**I - Losses (F and C)** : drawing this marker causes the player to lose an Artillery counter or two Cossack counters, as the adverse player chooses, for the rest of of the game.

*Note: the two Jomini events (goes to the enemy and the strategist) simulate the fact that Jomini was both in contact with the general staff of the Tsar as early as the beginning of the campaign of 1813 (but didn't change camp until after the battle of Bautzen), and also attempted to convince Ney to advance more quickly in the direction of the Coalition army's line of communication, and not to linger on Blücher's positions (see historical notes).*

## 3 - HOW TO WIN

In this battle, Napoleon's objective is the encirclement of the Coalition army after having pinned it down by a frontal attack of the defence lines prepared by the Russo-Prussians. The revolving movement is entrusted to Marshal Ney's forces, who must seize the enemy line of communication (villages of Würschen and Hochkirch) before the Coalition command decides on a general retreat. This is provoked when the Coalition's army's morale level reaches 0 and prompts the retreat of all the armed forces. The Coalition player must either force the French morale to 0 first, or save a significant part of his army if the retreat is ordered.

The rules about the factors for variations in the Coalition morale as well as the victory conditions met according to the Coalition's final morale level are described in 9 and 10 .

## 4 - BASIC TERMS

• **Stacking** : the number of units present in a hexagon is limited to two (commanders and markers do not count). There are two exceptions :

– the presence of a corps commander, formation commander or commander in chief increases the limit to three units ;

– the towns, villages or "Redoubt" hex allow for a stack of three units. Any over-stacked hexagon suffers a **penalty of 1 on the combat die** for each excessive combat unit ; this does not count in the tallying of troop strength for combat.

• **Zone of control (ZoC)** : All combat units (and not their commanders) have a ZoC that extends to the six adjacent hexagons except in the city/village hexagons and across rivers/streams without a bridge.

**Exception** : Units in cities (only Bautzen) or villages (ex : Baschutz) have a ZoC that extends to the six adjacent hexagons regardless of terrain.

A unit must stop as soon as it enters an enemy ZoC. If it begins its movement in an enemy ZoC, it can move to a hexagon free of enemy ZoC and continue its movement but cannot enter another enemy ZoC during this turn. Friendly units have no effect on enemy ZoC except for retreats after combat (see 8.5.1).

**Exception** : Commanders can enter an enemy ZoC, as can the Coalition units once the general retreat has been ordered at an additional cost of **+3 MP**.

## 5 - GAME TURN

A game turn represents approximately 1 hour of real time. It is composed of a French game sequence and a Coalition game sequence which are identical for every turn except turn 1.

On the first turn, the French player keeps in hand two Artillery markers, and the Coalition player keeps two Artillery markers and three Cossack markers. Then, each player distributes at random the rest of his markers, without revealing them, on the turn counter, starting with one counter per turn. The French player places the first marker on turn 1, then the Coalition player on turn 2, and so on. The only exception is that the Coalition player places two markers on turn 6 and two markers on turn 8. On the first turn, the French player also places his three "Ney" markers on the dedicated spaces on the turn counter, without looking at them. They will be revealed according to the rule explained in 6.

### A. French player sequence

**A.** Draw the current marker, if this marker is French. Entry test for Ney's corps (starting with turn 3).

**B.** French bombardments and movements.

**C.** French bombardments and combats.

### B. Coalition player sequence.

**D.** Draw the current marker, if this marker is Coalition.

**E.** Coalition bombardments and movements.

**F.** Coalition bombardments and combats.

## 6 - ACTIVATION OF NEY'S CORPS

This rule manages the activation of the army corps placed under Ney's command.

They are deployed according to the random drawing of Ney's markers, previously placed on the turn counter on the first turn of the game (see 2 and 5). These placement spaces are numbered by 3 (1, 2 and 3) and respectively cover turns 3-5, 6-7 and 8-9-10. Thus, starting with turn 3, the French player tests to see if the Ney marker is revealed. Roll **1d6** and reveal the marker if the result is consistent with the value indicated on the counter : **1** for turn 3 (8.00), **1-2** for turn 4 (9.00), **1-3** for turns 4 and 5 (9.00-11.00), **1-4** for turn 7 (12.00), **1-5** for turns 8-9 (13.00-14.00). In the case of failure, the marker is not revealed and the test is repeated on the following turn. If the marker placed on space 1 is not revealed on turn 3, it is removed from the game without being revealed. Idem for the marker placed on space 2 on turn 7. The marker placed on space 3 is revealed without a draw on turn 10 (15.00) if it was not revealed on the previous turn.

When they are revealed, the Ney markers indicate the entry hexagon for Ney's units, aside from those present on the map at the beginning of the game (Souham, Maison and Albert, see 10.1): hexagons **2301** or **2306**. If these hexagons are occupied by a Coalition unit, the French player is free to bring in his units by the closest adjacent free hexagon (see 10.2). One of the Ney markers indicates entry in 2301, but on turn **t+1**, meaning the turn following the turn in which the marker was revealed.

*Example : the French player tests the entry of Ney's corps on turn 6: he rolls a die and gets 2, a result that allows him to reveal his marker. He turns the marker over and reads "2301, t+1" : he can therefore bring in the Ney corps counters in hexagon 2301 but only at the beginning of turn 7.*

The entry of the counters of the 3rd, 5th and 7th Corps must occur according to the order indicated in the scenario (units of the 5th corps, followed by those of the 3rd then the 7th).

**Important**: once Ney has entered the map, the MP of all the units of the French army are **doubled** for the rest of the game (not cumulative with the effects of the Jomini the Strategist marker). On the turn after Ney's entrance, all the Coalition units have their movement capacity **doubled** for the rest of the game.

Before the entrance of Marshal Ney, certain hexagons are prohibited for the Coalition troops (see 10.3).

## 7 - MOVEMENTS

### 7.1 - OVERVIEW

The combat units have a maximum movement capacity indicated on the counter (see 2). Commanders have a movement potential of 7 MP which frees them from the effects of the ZoC (see 4).

The terrain effects table (see "Cost of Terrain" Table at the end of the rules) indicates the number of movement points necessary to enter different types of hexagons. For example, it costs 2 MP to enter a woods hexagon. Movement points are not transferable from one unit to another nor can they be transferred to a later turn. All units must stop for the rest of the turn as soon as they enter an enemy ZoC (see rule 4 for the exceptions). Units can never enter a hexagon occupied by a combat enemy unit.

The minimum movement of a hexagon is always possible (except across prohibited terrain, example: river). Advance after combat is prohibited in a redoubt hexagon unless otherwise indicated (see 8.5.1).

### 7.2 - COMMAND

A combat unit only uses his full movement potential if it begins the movement phase 5 hexagons or fewer from his formation's commander (or commander in chief), see table below. Otherwise, it is declared out of command and cannot enter an enemy ZoC during its movement phase. A unit already in the ZoC and that is declared out of command for the current turn may remain in the ZoC but cannot carry out an attack during the current turn (except bombardment).

**Exception** : the units of Ney's formation, once they enter the map, are considered in command and move with full movement potential. On the other hand, those present at the beginning of the game are considered out of command until Ney enters the map.

### 7.3 - FOG OF WAR

The battle of Bautzen has no decoy markers available to mask units. However, a player may never inspect his adversary's stacks of counters, even during the combats.

### 7.4 - CAPTURE OF A COMMANDER

A commander alone in a hexagon, voluntarily or following the elimination of the units with which he was stacked, can be captured. When an enemy unit enters his hexagon, roll the die, the commander is captured on a **6**. Any other result requires him to redeploy to the closest friendly unit. The capture of a commander has the same consequences as his elimination in combat (see 8.7).

## 8 - COMBAT

### 8.1 OVERVIEW

Combat occurs between adjacent units or with the help of the Artillery markers (see 8.8). The player in phase is never required to attack.

## 8.2 - ATTACK OF SEVERAL UNITS

Units of a stack may only attack together as a single stack.

A single stack of units may attack two enemy hexagons simultaneously.

A hexagon occupied by the enemy must be attacked as a whole and only once per combat phase.

Several friendly stacks may attack an enemy stack if all the attackers are adjacent to the defender.

Coalition units from different formations cannot attack together (but they can defend together).

In the case of an obligatory attack for a stack composed of units of two formations, the Coalition chooses the participating formation but all the units are subjected to the effects of the combat.

## 8.3 - RETREAT BEFORE COMBAT

If a stack composed exclusively of cavalry units is attacked exclusively by the infantry, these units can refuse the combat and retreat one hexagon. This hexagon must be free of enemy ZoC. The attacking units may occupy the abandoned hexagon but cannot launch another attack.

**Exception** : When the Coalition player orders the general retreat (see 3 and 9), the retreat before combat against infantry only is also authorised for any Coalition infantry unit whose quality is greater than that of the greatest attacking enemy unit (see also 2.A).

## 8.4 - COMBAT RESOLUTION

Combats are declared without inspecting the opponent's stack. They are then resolved one by one in the order chosen by the player in phase. At the time of the combat resolution, right after each camp has revealed the detail of its forces, each player decides which unit will be the "head unit". This is the unit that will take the first loss but will also be used to calculate the quality factor. For each combat, a die roll modifier (DRM) is calculated according to the following elements:

**a- strength ratio DRM: the size of all the attackers is added up, as well as the size of the defenders.**

**Note** : The notion of defender has nothing to do with the overall strategic situation; the French will be the attacker during its combat phase and the defender during the Coalition phase.

The total of the attackers is divided by the total of the defenders to get a strength ratio, rounded in favour of the defender.

**Attention**, strength ratios greater than 3/1 are limited to a bonus of **+3**.

*Example : 15 strength factors attack 4 factors, the strength ratio is 3/1 in favour of the attacker. This strength ratio corresponds to a combat DRM. In this same example, 3/1 gives a +3 DRM to the strength ratio. For a total of 16 strength attacking 4 defenders, a ratio of 4/1 gives the same bonus of +3.*

**b - Quality** : the "head" units are compared in this combat. A head unit of quality A gives a +1 DRM to the attacker and -1 DRM to the defender.

A unit of quality C gives a -1 DRM to the attacker and +1 DRM to the defender. Quality B has no effect. The DRM of each camp are added together to establish the quality DRM.

**Examples**: the Russian attacks with Schaevitch (quality A) and the

French defends with Raglovitch (B), the final quality DRM will be +1+0 = +1. The French attacks with Friant (A) and the Russian defends with Insov (C), the final quality DRM will be +1+1 = +2.

The head unit takes the first loss in his camp. If more than one step loss is attributed to this camp, the second loss is attributed as the player wishes (this can be the head

unit again). If the chosen head unit has a "?" type quality, roll a die to calculate the quality DRM, adding the bonus of the commander in chief if he is present: **1 or 2** = C, **3 or 4** = B, **5 or 6** = A. Re-roll the die for the same unit in a later combat.

**c - Terrain** : the "Terrain Die Roll Modifiers" table gives a DRM based on the terrain occupied by the defender or an obstacle (bridge, fortifications) between the defender and ALL the attackers. Unless otherwise indicated, terrain DRM are cumulative.

**Exception** : cavalries that are alone in occupying a town, wood or redoubt do not benefit from a defensive bonus, except if they are supported by an artillery bonus during the combat (see point h). *Note : Bautzen is the only town of the game (hexagons 701 and 801).*

**d - Commanders**: a commander present in a hexagon in attack provides a DRM equal to the value of his combat modifier. In defence, the commander subtracts a DRM equal to the value of his combat modifier. Only one commander per camp can provide his modifier in a combat. The presence of a commander also modifies the die roll for the determination of the quality of a troop « **?** » (see b above).

**e - French and Coalition morale**

Depending on the evolution of the French and Coalition morale, the DRM for a combat initiated by either camp will be modified by a penalty. If the morale (French and Coalition) is less than or equal to **3**, the penalty in combat will be 1 (or **-1** in attack and **+1** on the adversary's DRM in defence). The units stacked with Napoleon, or the units of the Guard of the two camps are never affected, regardless of the army's morale level.

**f - Combined attack** :If the defender has only infantry or cavalry and the attacker has infantry AND cavalry, the DRM is +1 unless the defender is in a city/village/wood or on the other side of a bridge.

**g - over-stacking:** -1 DRM per unit exceeding the stacking limit in attack and +1 per unit exceeding the stacking limit in defence. The over-stacking unit (choice of the defending player) does not count in the tallying of the combat but does suffer its effects.

**h – Artillery support** : the DRM can be modified in attack and/or in defence if one or both players use one or more Artillery markers (see 2, Markers C, F and J). This artillery support is independent of the use of the markers during a bombardment (see 8.8), bearing in mind that they may only be used for one of the two options (bombardment or support).

**i – Concentric attack.** An attack led by two units (or more) on the same defender and via opposite hexagon sides gives a bonus of **+2**.

*Example : hexagon 1509 is attacked via hexagons 1508 and 1510, or via 1408 and 1609)*

The final combat modifier is the sum of all these modifiers.

*Example* : *Blücher with Starkenfeld (2 A 4 cavalry), Pirch (4 B 2 infantry) and von Klux (4 A 2) attaquent Compans (6 A 2 infantry), Bonnet (7 A 2 infantry) and commander Soult in Burk (hex. 1202). The strength ratio is 2+4+4 = 10 against (6+7 = 12) or 1/1.5 for a strength ratio DRM of -1. The Prussian chooses von Klux as his head unit and the French Compans. The quality DRM is 0. With Burk the terrain DRM is -2. For the commanders, Soult in defence gives a commander DRM of -2 and Blücher a DRM of +2. At this point in the game, the French morale is 8 and the Allied morale is 3. The morale DRM is therefore -1 for this Coalition attack. The Prussian plays two Artillery support markers, getting 1+1 and a Jaschwill Battery marker, for an additional +2, for a total artillery support of +4. Finally, the attacker has infantry and cavalry, the defender only infantry. But the "combined attack" bonus is not applicable for a combat in which the defender is in a village.*

*The total overall DRM is de -1+0-2+0-1+4 = 0.*

## 8.5 - COMBAT RESULT

Once the overall DRM is determined, the attacker rolls two dice (2D6) to get a number between 2 and 12. The DRM is added to or subtracted from this die roll result to get the modified result.

To this modified result of the dice corresponds a combat result given on the combat resolution table. This result is given in the form X/Y. X applies to the attacker and Y to the defender.

A number indicates the number of step losses. The head unit chosen by each camp must take the first loss. The rest of the losses are freely attributed by the owner (who may attribute two losses to the same unit if it has two available step losses).

*Note : Some units only have one step loss (no value on the back side). If a unit that is already turned over must suffer a second step loss, it is destroyed (removed from the game).*

An R result indicates a retreat of a hexagon by the concerned stack(s) according to the owner's choice, if possible outside of enemy ZoC. All the units of the same hexagon retreat together.

### 8.5.1 - Retreat and advance after combat

If the result is **R**, the following choices apply :

• Retreat may not occur across enemy units but can take place across enemy ZoC at the cost of an additional step loss per stack if this is the only route possible.

**Exception** : retreat to a ZoC may take place without a penalty if the hexagon is already occupied by a friendly unit and if this does not cause over-stacking. Otherwise, the counter that was supposed to retreat remains in place and loses an additional step.

• Any Russian line infantry or French, Prussian or Russian Guard counter that suffers a **R** result may choose to remain in place and lose a step instead of retreating one hexagon. For a R2 result, the player may choose to suffer a loss and retreat one hexagon or, for a stack of two units, to suffer a step loss for each counter and remain in place.

• If the only available hexagon is one that must still suffer an attack, the units may retreat there but they will not count in the calculation of the strength ratio (except for a potential penalty for over-stacking).

• The attacker may advance only one unit and only if the defender received a result R and decided to retreat.

**Exception** : There is never an advance after combat across the redoubts, except on a result # (line units) or • (units of the Guard) as indicated on the Combat Table. A Coalition unit that is ejected from a redoubt cannot reoccupy the same hexagon during the current turn.

*Example (cont.)* : *The Coalition rolls two dice and gets 12. The DRM of 0 applies and the modified result is unchanged for a combat result of 1/2R2#. The Coalition must lose a step with its head unit von Klux who is turned over. The French takes 2 step losses, the first on Compans and the second on Bonnet, both are turned over and retreat 2 hex. Soult must test for the Death of commanders and gets a 1: he is bruised and can take up the combat again.*

## 8.6 - FRENCH AND COALITION TACTICAL ADVANTAGES

### 8.6.1 - Cavalry Charge

Coalition cavalry that attacks a French infantry unit that is alone in clear terrain does so with a bonus of **+1** on the die, **+2** if it's a Guard cavalry unit. A bonus of **+1** only applies to the French cavalry for a charge of the cavalry of the Guard or the heavy cavalry of the Reserve (Bordesoulle and Doumerc).

### 8.6.2 - French tactical option

In all the French attacks involving a French commander in contact with the enemy, the French player can declare before rolling the dice that he is using "the tactical option".

In this case, the combat result is reduced by one loss for each camp and the defender suffers an automatic R result instead of each loss **greater than 1**.

**Example** : 1/2 becomes 0/ 1R, 1/1 becomes 0/R.

### 8.6.3 - Napoleon's option

In an attack led by Napoleon in contact with the enemy, the French can transform an R result for the defender into an obligatory step loss.

**Exception** : any combat involving at least one Coalition cavalry unit cancels both French tactical options.

## 8.7 - WOUNDING AND DEATH OF COMMANDERS

During a combat, if the result of the two dice is "2" before modifiers (DRM), a commander in attack is wounded. Similarly, on a "12" before DRM, one of the commanders in defence is hit. If two friendly commanders are concerned, the affected one is drawn at random.

For each commander hit, a die is rolled: on a **1**, the commander is bruised and takes up the combat again, **2 - 5** the commander is wounded, on a **6** he is killed. This concerns both commanders who are "at the front", present in the hexagons that attack or defend but also the commanders targeted by a ranged attack (see 8.8).

*Note : Commanders that are killed have an influence on the morale (see 9). For Napoleon, his wounding also has an influence on the morale; his death would lead to automatic French defeat.*

The counter of a wounded or killed commander is turned over to its back side and always has a combat modifier of "0"..

An eliminated commander is replaced by his general staff (back side of his counter) who will only be used for the command rule. A commander counter that is turned over because the commander was killed is immunised against other commander loss results.

However, a commander counter that is turned over because the commander was wounded is still at risk of being killed in combat and to provoke a reduced morale for the army.

## 8.8 - BOMBARDMENT

The Artillery markers (F and C), Jaschwill (C) and Drouot (F) allow for a range attack called Bombardement. This takes place before or during the movement of the friendly troops. The bombardment has the advantage of making space for the moving troops to manoeuvre.

Only the enemy units in a zone of control of a friendly unit may be targeted.

Several markers may be played simultaneously on the same target. The effects are cumulative. Each additional counter gives of bonus of **+1** on the die.

A bombardment may only be engaged during the active player's movement or combat phase.

For carry out a bombardment, use the following procedure :

– Add up the sizes of the targeted units.

– Divide this value by the bombardment value of the marker that is played (Artillery 3, Drouot and Jaschwill 2). The calculated value is rounded down and cannot be less than 0.

– To this calculated value, we add the result of **2d6**, as well as any die roll modifiers (see below).

Consult the Bombardment Table. Apply the result to the targeted unit or stack and proceed immediately with any retreat movement.

– The played marker is put aside for future turns according to the indications given in 2.

### 8.8.1 - Fire Modifiers

**Height** : **+2** for fire from high to low. **-1** for fire from low to high.

**Per additional marker** : **+1**.

**Cavalry** : **+1** for fire on a cavalry unit.

### 8.8.2 - Wounding and death of commanders

If a commander is present in the targeted hexagon, and the fire result is **12**, even after a DRM, check to see if the commander is wounded or killed (see 8.7).

## 9 - MORALE OF ARMIES

An army's morale indicates the will of both the units and the chain of command to continue the combat. For the French, it is linked solely to the cumulation of the losses suffered and the possible death of the commanders. For the Coalition army, it also concerns the possession of certain geographic objectives: its evolution may induce the choice to retreat, of which the ultimate goal is to preserve the army for the next battle. Therefore, this does not signify an admission of total defeat.

At the beginning of the game, the French army has a morale of 11 and the Coalition army's is 9 (following the defeat of Lützen on the previous 2 May). When this level reaches 3, it results in a penalty in combat for both camps (see 8.4.e). When the French morale reaches 0, it causes the combats to end and a victory for the Coalition. When the Coalition morale reaches 0, it leads to the general retreat of the Coalition and modifies the victory conditions for the two camps. (see 10.3).

The morale of the armies is adjusted throughout the game, and the verification occurs at the end of each turn. The points indicated by a (C) only concern the Coalition army, and those with an (F) the French army :

### A. Geographic objectives

The geographic objectives are indicated on the map: each time one of these objectives is won by the French player, the Coalition army's morale decreases **by one**. If the Coalition player takes back an objective, his morale increases by one. However, the morale of the two amies can never exceed its initial value of 11 (France) and 9 (Coalition).

Specifically, the Coalition player loses **one morale point** for the loss of Klein-Bautzen (**1605**), Purschwitz (**1506**), hexagons **2106**, **1504**, **1604**, **1704** and **1603**, each hexagon of redoubts (**1205**, **1105**, **1207**, **1107**, **1005**, **906** and **907**), and **three points** for each of the villages Baschutz (**1006**), Wurschen (**1610** and **1710**, loss of the two hex.) and Hochkirch (**811**).

### B. Losses in combat

Each player must tally his losses on a page. These losses lead to a loss in morale as follows:

**French**: one morale point is lost for each counter that is eliminated.

**Coalition**: one morale point is lost for every two counters that are eliminated.

### D. Death of a commander

The loss of morale points operates as follows: when a commander is captured or killed (and not wounded), the morale of the concerned army is reduced by 1.

### Special cases

– If the commander in question is Blücher, the Coalition morale is reduced by 3.

– If Ney is captured or killed, the French morale is reduced by 3. If Napoleon is wounded, the morale is reduced by 4. If Napoleon is killed or captured, the French lose the game.

## 10 - SCENARIO, 21 MAY 1813

This scenario is based on the historical positions of the two armies on the morning of 21 May. The French army has crossed the Sprée during the combats of 20 May, and is ready to assault the Coalition's prepared defensive positions.

The only unknown is the time and the exact arrival position of the majority of Ney's army corps in the French left wing, that must manage the circular movement that will crush the Russo-Prussian army. The game is played in two phases. The first is a battle of attrition led on the Coalition's defensive positions. The second, which begins with the entry of Ney's army corps, is a breach battle for the French who must destroy the adverse army and an organised retreat for the Coalition player who must save the majority of his army.

### 10.1 - INITIAL PLACEMENT

#### French

Napoleon in **802**.

- **Imperial Guard** : Friant, Barois, Dumoustier in **802** ; Lefebvre-Desnouettes and Ornano in **902**.

- **Cavalry reserve** : Chastel and Bruyère in **1001** ; Doumerc and Bordesoulle in **1002**.

- **4ᵗʰ and 6ᵗʰ Corps** : Soult in **1201** ; Bonnet in **1003** ; Friedrich in **1102** ; Compans in **1201** ; Normann in **1301** ; Briche in **1502** ; Franquemont in **1601** ; Morand in **1701** ; Fontanelli in **1901**.

- **11ᵗʰ and 12ᵗʰ Corps** : Oudinot in **405** ; Ercoli in **601** ; Gérard and Charpentier in **704** ; Ledru in **604** ; Pacthod in **505** ; Lorentz in **405** ; Beaumont in **406** ; Raglovitch in **306**.

• **3ʳᵈ and 5ᵗʰ Corps** : Maison in **2302** ; Albert in **2202** ; Souham in **2303** ; these last three units are out of command until Ney's entrance.

**Coalition**

Wittgenstein in 909.

• **Markov** : Karpenkov in **1005**.

• **Russian Guard** : Yermolov in **909** ; Schaevitch in **1008** ; Sulima in **1007** ; Zwilenieff in **1205** ; Duka in **1204** ; Depraradovitch in **411** ; Rosen in **610**.

• **Miloradovitch** : Miloradovitch and Knoring in **807** ; Emmanuel in **410** ; Pitchnitzky in **906** ; Schafchaskoi in **608** ; St-Priest 7ᵗʰ division in **607** ; St-Priest 8ᵗʰ division in **907**; Lukov in **1105** ; Uvarov in **1309**.

• **Blücher** : Blücher and von Mutius in **1604** ; von Steinmetz in **1505** ; Rüdinger in **1504** ; von Klux in **1403** ; Starkenfeld in **1603** ; Pirch in **1703** ; Horn and Zielinsky in **1507** ; von Dolffs in **1408** ; von Tippelskirch in **1308**

• **Barclay de Tolly** : Barclay de Tolly and Insov in **2005** ; Sherbatov in **2106** ; Suthov and Tern in **1804** ; Lanskoï and Tschaplitz in **2305**.

## 10.2 - ENTRANCE OF REINFORCEMENTS

The Coalition has no reinforcements. For the French player, units from the 3rd, 5th and 7th Corps enter the map according to the conditions described in 6 (especially their values for passing tests which vary with the turn number) and in the following order: Ney, (3ʳᵈ Corps) Ricard ; Delmas ; Marchand ; Beurmann ; (5ᵗʰ Corps) Rochambeau ; Lagrange ; Puthod ; (7ᵗʰ Corps) de Lindenau ; de Sahr ; Durutte ; Lecoq. If the reinforcements' entry hexagon is occupied by an enemy unit, they enter by the two adjacent hexagons but bear in mind the ZoC effects (see 6).

## 10.3 - EXCEPTIONS TO THE TROOPS' MOVEMENT

**1.** Movement restriction of the Coalition units. Before Marshal Ney enters the map, no Coalition unit may enter (and therefore undertake a combat other than a bombardment) in hexagons **2304**, **2203**, **2202**, **2201** or **2101**.

**2.** A direct movement between 1901 and 1701 following the path (cost of movement in clear terrain 1 MP) is authorised.

**3.** During the turn of the entrance of Marshal Ney's troops, the movement potential for the entire French army is **doubled** and remains so for the rest of the game. On the following turn, that of the Coalition army is doubled as well (see 6).

## 10.4 - VICTORY CONDITIONS

The principal objective of the Coalition player is to bring the French Army's morale down to 0 before the Coalition Army reaches 0 itself and before the end of the game. To do so, only the French losses are taken into account (see 9) : at the end of a turn, if the French morale is 0, it's a major Coalition victory and the game ends. The death or capture of Napoleon provokes an automatic French defeat and a strategic victory for the Coalition.

The French player's objective is the destruction of the Coalition army. For this, he must accomplish two objectives :

**1.** Bring the Coalition morale down to 0 before the French army's does (constituting a marginal victory but not the end of the game), inflict the most losses possible and/or seize geographic objectives (see 9).

**2.** When the Coalition army's morale reaches 0, the general staff of the Tsar orders a general retreat. The purpose of this order is to preserve the Coalition forces for the next battles. At the beginning of the turn following that of the Coalition's morale falling to 0, the following rule applies:

Each unit that exits by hexagons 0102-2302 is put aside for the evaluation of the final victory level: the Coalition player must exit at least 40 strength points including 15 Prussians and 10 from the Russian Guard (see 10.6). At the end of the game, tally up the points of the units saved this way. If it is **less than or equal to** 40 or if the quota of Prussian or Russian Guard strengths is not respected, it is a major French victory. Moreover, if Blücher or Barclay de Tolly were killed or captured, it's a strategic French victory. All other cases are equal to the result of a the Coalition morale equalling 0: a marginal French victory. In this case, the Coalition army is quasi-intact and can take up the struggle again.

## 10.5 - RANDOM END OF THE GAME

At the end of the day, the battle was interrupted by storms that facilitated the Coalition's retreat. Starting with 16.00 (turn 11), the Coalition player tests the interruption of the battle at the beginning of his turn: on a **2d6 roll**, a result of **2-5** ends the game. The victory level is calculated according to the following points:

**A.** If the Coalition morale is equal to 0 at the moment the storm hits, all the Coalition troops still present on the map and that have a straight line of free hexagons (example : 20xx or 13xx) toward their retreat route are taken into account for the final calculation of victory points (according to point 2 above).

**B.** If the Coalition morale is greater than 0 and greater than the French morale, it's a marginal Coalition victory.

**C.** If the Coalition morale is greater than 0, but less than the French morale, it's a marginal French victory.

## 10.6 - VARIATIONS

To balance the games more or less in favour of the French camp or the Coalition, players may choose not to take into account the retreat options (see 8.5.1, Note 2) or the various tactical options (see 8.6), increase the Coalition troops to extract from the battlefield from 40 to 70 including 25 Prussians or even not use the cavalry unit Normann from the 6ᵗʰ French corps whose presence at Bautzen is uncertain.